

ABSTRACT

Input blocking with delayed message is described. A server device may provide executable code to a client device which code when executed blocks the input device from receiving user input during its communications with the server device. If any of the communications lasts longer than a specific time, a message is presented to a user of the client device. The executable code may be framework code that the server provides to the client device to provide for their communications. The specific time may be set based on user expectations or on typical roundtrip times for client-server communications.

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